

APPENDIX VII

RESET(L) (* executed on power up or reset or creation of client link L *)

WITH LinkArray[L] DO

Empty SourceVlanTable (*remove old entries in mapping table*)

State = INIT

StartConnectTimer(L, InitialConnectTimerValue)

UpdateClientList; UpdateVlanInfo; UpdateAddresses

CONNECT_TIMER_EXPIRY(L) (* executed on connect timer expiry on link L *)

WITH LinkArray[L] DO

If State = INIT then

ConnectId = 0;

InitializeConnection;

Else If State = ON then RestartConnection(L);

UpdateClientList; UpdateVlanInfo; UpdateAddresses

RECEIVE(L, HELLO) (* executed on receipt of a client hello on link L *)

With LinkArray[L] DO

Case State of

INIT: Skip;

(* ignore packet if in INIT state *)

REQ:

If Hello.State = ON and Hello.ConnectId= ConnectId and Hello.ServerId =

ServerId then

BeginConnection(L);

ON:

If Hello.State = ON and Hello.ConnectId= ConnectId and Hello.ServerId =

ServerID then

StartConnectTimer(L, NCTimerValue)

Else RestartConnection(L);

(* new connection has begun *)

```
ClientId = Hello.ClientId
Vlans = Hello.Vlans
PhaseIVaddress:= Hello.PhaseIVaddress
ClientAddresses := Hello.ClientAddresses
UpdateClientList; UpdateVlanInfo; UpdateAddresses
```

HELLO_TIMER_EXPIRY(L)

(* executed on hello timer expiry on link L *)

With LinkArray[L] DO

If State = ON or REQ then

SendServerHello(L)

StartHelloTimer(L, HelloTimerValue);